

MULTI-GAME MACHINE AND METHOD FOR SIMULTANEOUS PLAY**Cross-Reference to Related Application**

This application claims the benefit of U.S. Provisional Application, Serial No. 60/178,348, filed
5 January 25, 2000.

BACKGROUND OF THE INVENTION**Field of the Invention**

The present invention relates to electronic gaming apparatus and methods and, more particularly, to such
10 apparatus and methods for playing games such as poker, slot machines, keno, and secondary feature games. More specifically, the present invention relates to electronic gaming machines and methods that provide one or more players with the option to play individual
15 games independently or simultaneously or, where there are multiple machines, to play such games independently or simultaneously and jointly with one or more players seated at separate machines.

Description of the Prior Art

20 Electronic video gaming machines, for example, the GAME KING® by IGT® and the GAME MAKER® of Bally Gaming Systems®, have become a significant part of the gaming industry. With the help of advancements in microcomputer technology manufactures have expanded
25 game features to allow players the ability to play a variety of games e.g., Slot, Poker, Keno, etc., to be displayed in a single game format (one game per machine) or a multi-game format (a variety of games per machine). Depending upon the machine, a player has the
30 option of playing an independent game from a single game format or the ability to play an independent game from a multi game format. These advanced features are used to increase player appeal and to increase the volume of play ("coin-in").

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The proliferation of legalized gaming has saturated the desirable locations for gaming establishments. Manufacturers of electronic video machines have been creating new games, bonuses, and a variety of progressive systems having giant jackpots - all to attract players and raise the volume of "coin in" in efforts, which helps casinos maximize profits over their limited gaming floor space. Casinos also compete for "player time" with other casinos because of the normal close proximity of the establishments.

Today game manufacturers are using a number of strategies to sell new machines, create player appeal, promote play and most importantly, increase the volume of coin in. A few of these strategies are listed below:

1. Using current technology, gaming companies are improving old games and creating new games with sophisticated hardware, software, and video graphics;
2. Using U.S. Patent No. 4,448,419, permits an electronic gaming machine to have higher odds. Manufacturers & Casinos are using wide area progressive systems that can link together electronic gaming machines from casino to casino, forming one progressive jackpot. The more machine connected to a single progressive the faster it will grow. Wide area progressive systems create fast, growing progressives that are seeded with high jackpot amounts;
3. Using entertaining themes, gaming companies are using the familiarity of TV shows, board games and personalities to create entertaining new games; and

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4. Using second event games, as in U.S. Patent No. 5,823,874, gaming companies are creating special payouts and bonuses.

All of the strategies listed above have proven
5 successful in the gaming market. However, even with the use of current technology and ingenious gaming concepts, up until the present day the player has only been able to play one independent game at a time. By using the proper programming, the method of the present
10 invention can be used with all the strategies listed above.

Presently, the only way for a player to play multiple games is to concurrently play on adjoining machines. There has also been a limit to the justified
15 odds and pay tables constructed from the existing games.

Summary of the Invention

Sub. a1> There is a demand in the gaming market for a new method of game play on electronic video machines. A
20 method of game play that would provide the player with: new games and/or bonuses with higher odds and larger jackpots, that would not change the percentage of payback on existing games; a method of game play that would allow for a higher volume of "coin-in" per
25 machine; and a method of game play that would promote groups of game players to participate in the same establishment.

Sub. a2> By programming electronic video machines to permit players to play independent games or to play such
30 independent games simultaneously and/or in conjunction with other independent games. Pay tables with higher odds and larger jackpots could be created for such new games and/or bonuses. This strategy would also allow for a higher volume of "coin in" by allowing the

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player(s) to place multiple wagers on multiple games using a independent electronic video machine or networked independent electronic video machine. This method would create a new dimension of game play for
5 players and the gaming industry.

The method of the present invention can be used on any electronic gaming apparatus and more particularly to that class of gaming machines known as "electronic video machines" that are suitably programmed.
10 Furthermore, where such a machine is so programmed, the method of the present invention can be used with virtually all of the existing games and game styles (Slot, Poker, Keno, etc.), as are available in the gaming market today.

15 The growth in new casinos is slowing, and new machine replacement is expected to drive the bulk of future business in the gaming market. This in turn provides a great opportunity to upgrade older machines and create a new generation of gaming machines with a
20 method of game play that will enable casinos to have a higher volume of "coin in".

It is an object of the present invention to be used in any old or new gaming apparatus that is suitably programmed in the gaming market.

25 It is a still further object of the present invention to provide a method of game play on a gaming machine that gives the player a more entertaining gaming experience, and one that is easy to understand.

The method of the present invention is also
30 beneficial to the casinos and the customers. By enabling the player to play independent games simultaneously and/or in conjunction with other games, the player can play more than one of his or her favorite games at the same time without having to move

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from one machine to the next. This can be accomplished in an auto-play style and/or the player can play all the independent games on the screen at the same time.

With casinos and other gaming establishments
5 having limited floor space, even when all of the gaming machines are being played, there remains a limit to the amount of "coin in" possible using those machines and their present manner of play. In contrast, utilization of the present inventive method enables an increase in
10 the "coin in", generating more revenue for the casino and giving the player a new entertaining gaming experience.

It is a further object of the present invention to provide a method of game play on an electronic gaming
15 machine that allows for a higher volume of "coin in", while also permitting the player to play the same games to which they have become accustomed.

The method of the present invention permits a player to wager on and play independent games (for
20 example, those having different odds and pay tables) independently, simultaneously, and/or in conjunction with the same machine game from another electronic gaming machine over a game machine network.

Accordingly, the method of the present invention
25 permits a player to choose the combination of independent games, i.e., those having different odds and pay tables, game styles, denominations, and wagers, yet play such games independently, simultaneously, and/or in conjunction with the other same machine games
30 from an electronic gaming machine.

Yet another object of the present invention is to provide the player(s) with new games and additional opportunities to receive winning payouts.

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Sub. 23> It is a still further object of the present invention to provide a method of game play on an electronic gaming machine that allows for higher odds by creating, based upon a player's selection of games, 5 pay tables for new games and/or bonuses. These newly created or create-able pay tables will in turn provide players the opportunity to play for higher jackpots and bonuses.

The method of the present invention is to permit 10 the player(s) to wager on and play independent games independently, simultaneously, and/or in conjunction with other games from one or more electronic gaming machines. In addition, if the player(s) chooses to play more than one independent game at a time, the present 15 invention allows the player(s) to become eligible for new games and/or bonuses. The independent games e.g. odds and pay tables, and wagers selected by the player then become parameters in pay tables created from the predetermined indicia of the independent games to 20 create new games and/or bonuses.

A method of the present invention permits the player(s) to choose the combination of independent games, for example, the same or different odds and pay tables, game styles, denominations, and wagers, to be 25 played simultaneously and/or in conjunction with other independent games - those of different odds and pay tables, game styles, denominations, and wagers on more than one electronic gaming machine. The independent games and wagers selected by the player(s) then become 30 parameters in pay tables created from the predetermined indicia of the independent games to create new games and/or bonuses. Utilizing this method of game play, the player is allowed to play his or her favorite

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independent games while playing a new game and/or bonus.

In a still further object of the present invention, through utilization of a networked gaming system, and by identifying groups of gaming machines with numbers, letters, etc. (for example, machine 1,2,3; machine A,B,C; and so forth), on the video screen of the gaming machines, groups of electronic gaming machines can be linked together, permitting player(s) from the selected groups of gaming machines to play with other player(s) on the same group of gaming machines, using the same method of game play as is described above.

By adding a feature on the video screen that identifies the machines in the group, a player on machine one could select to play with a player on machine two, or with any other player(s) that want to participate in a new game and/or bonus that are playing at the time on the identified group of machines. Likewise, a player on machine two could select to play with a player on gaming machine one, or any other players that want to participate in the new game and/or bonus that are playing at the time on the identified group of machines.

In this manner players would be able to play as groups or teams for the same new games and/or bonuses that are described above. The independent games and wagers selected by the player(s) then become parameters in pay tables created from the predetermined indicia of the independent games to create new games and/or bonuses.

Sub. a⁴ The method of game play under the present invention permits new games and/or bonuses to be created with higher odds and higher paybacks for the

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player(s) that can be used for large jackpots and/or in conjunction with networked gaming systems, progressive and wide-area progressive, and internet gaming systems. The variety of game pay tables that can be used to
5 create new game and/or bonuses for the player is limited only to the programmer and the options programmed into the chosen gaming apparatus.

It is still another important object of the method of the present invention to permit a player(s) to
10 choose the combination of independent progressive and non-progressive games, game styles, denominations, and wagers to be played independently, simultaneously, and/or in conjunction with other independent progressive and non-progressive games, game styles,
15 denominations, wagers on one or more electronic gaming machine at any remote or multiple-remote gaming and non-gaming sites, using any remote or compatible wide-area progressive systems.

The games, and wagers selected by the player then
20 become parameters in pay tables created from the predetermined indicia of the independent progressive and non-progressive games to create new games and bonuses. In this manner, the player is allowed to play his or her favorite independent games while playing for
25 a progressive or wide-area progressive jackpots.

Sub. 25> It is still another important object of the method of the present invention to permit the player(s) to choose the combination of independent progressive and non-progressive games, for example, different odds and
30 pay tables, game styles, denominations, and wagers, to be played simultaneously and/or in conjunction with other independent progressive and non-progressive games, i.e., different odds and pay tables, game styles, denominations, and wagers on more than one

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electronic gaming apparatus. The games and wagers selected by the player then become parameters in pay tables created from the predetermined indicia of the independent progressive and non-progressive games to
5 create new progressive and wide-area progressive games. This is made possible under the present invention by permitting play on one or more independent gaming machine that is simultaneous and/or in conjunction with machine games. It is thus possible to combine the odds
10 of the independent games to create "combination" games having higher odds.

The method of the present invention is made possible by using a multi-tasking platform in an electronic gaming machine that is properly programmed.
15 In order for players from different electronic gaming apparatuses to play together for the same new games and/or bonuses, the electronic gaming machine must be networked on any suitable gaming system that is being used in the market today.

20 ^{INS B17} While the method of the present invention has been described by way of examples, it will be understood by those skilled in the art that it is not intended to limit the invention to these examples. On the contrary, it is intended to cover all alternatives, modifications
25 and equivalents as may be included within the spirit and scope of the invention. It is expected that some further objects, advantages, and features of the present invention shall become apparent from the ensuing description and as illustrated in the
30 accompanying drawings.

Brief Description Of The Drawings

Figures 1 - 30 are schematic representations of different video display screens, of the type as might

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be shown on gaming machines in accordance with the present invention.

Detailed Description Of The Preferred Embodiments

The method of the present invention is to permit the player the option to play an independent game in a single game format independently, simultaneously, and/or in conjunction with other independent games. Figures 1-4 are basic illustrations displaying information and showing one example of how a player would play an independent game independently and Figures 5-12 show one example of how a player would play an independent game simultaneously and/or in conjunction with other independent games utilizing the method of game play of the present invention on a video touch screen gaming machine in a single game format.

The method of the present invention is also intended to permit the player to choose the combination of independent games e.g. different odds and pay tables, game styles, e.g., poker, keno, slot, bingo, blackjack, and the like, for a variety of monetary denominations, (5 cents, 25 cents, one dollar, etc.) and a variety monetary wagers, (1 coin, 2 coins, max bet, etc.). Permitting, in a multi game, denomination, and wager format, play of the games independently, simultaneously and/or in conjunction with other independent games.

Figure 28 is a basic display illustration of three independent poker games after the player has selected the games, denominations, and wagers from an electronic video touch screen gaming machine menu. The same method of game play is applied here as in Figures 1-11, only now in a multi-game, denomination, and wager format.

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Using this method of game play, there is an unlimited number of independent game e.g. odds and pay tables, denomination, and wager combinations that can be played simultaneously and/or in conjunction with
5 other independent games e.g. odds and pay tables, denominations, and wagers. This inventive technology thus creates new entertaining game play for the player while also allowing a higher volume of coin in for the casinos, with the player now allowed to wager on more
10 than one game.

The method of the present invention is also intended to permit the player(s) to play an independent game in a single game format independently, simultaneously, and/or in conjunction with independent
15 games from one or more electronic gaming machines. Should the player(s) choose to play more than one independent game at a time, the independent games (i.e. odds and pay tables), and wagers selected by the player(s) then become parameters in pay tables created
20 from the predetermined indicia of the independent games to create New Games and/or New Bonuses.

Figures 13-19 are basic illustrations showing how a player(s) would become eligible for bonus pays, created by utilizing the method of game play on a video
25 touch screen gaming machine in a single game format. Figures 21-26 are basic illustrations of how a player(s) would play a new game, to be referred hereinafter as BIG MONEY, created by utilizing the method of game play on a video touch screen gaming
30 machine in a multi game format.

The method of the present invention is also intended to permit a player(s) to choose a combination of independent games game styles from one or more gaming apparatuses, as well as denominations and wagers

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in a multi-game format to be played simultaneously and/or in conjunction with other independent games e.g. different odds and pay tables, game styles, denominations, and wagers. The games e.g. different odds and pay tables and wagers selected by the player(s) then become parameters in pay tables created from the predetermined indicia of the independent games to thereby create New Games and/or New Bonuses.

Figure 29 is a basic illustration displaying information and two independent poker games with Bonus Pays after the player(S) has selected the games, denominations, and wagers from a menu on an electronic video touch screen gaming machine. The same method of game play is applied here as in Figures 13-19, only now in a multi-game, denomination, and wager format. Figure 30 is a basic illustration displaying information and two independent poker games and the BIG MONEY after the player(s) has selected the games, denominations, and wagers from a menu located on an electronic video touch screen gaming machine. The same method of game play is applied here as in Figures 21-27, only now in a multi-game, denomination, and wager format.

A multi-game offers a player a set of games, $\{G_1, G_2, \dots, G_n\}$ that may be played simultaneously. Each game, G_i , has an associated set of outcomes, $\{O_1, O_2, \dots, O_m\}$ that occur with probabilities $\{p_1, p_2, \dots, p_m\}$. This preferred embodiment describes a bonus method based on combinations of outcomes of simultaneous games. Each game is played with independent wagers that may or may not be identical.

Total bonuses equal the sum of amounts bonused for each possible combination of outcomes times the probability of occurrence of the combination of

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outcomes. Let $p_{i,j}$ equal the probability of occurrence of outcome O_j of game G_i . The subscript j may have a different range for each game as each game may have a different set of outcomes. The total expectation of

5 bonuses, B , for n simultaneous games is therefore:

the sum of $B(i,j)(k,l)(\dots)(n,m)$ times
 $p_{i,j}p_{k,l}p_{\dots}p_{n,m}$ for each outcome, j ,
 l, \dots, m of each game i, k, \dots, n
 played (where m may have a different
 10 value for each of n games).

For example, let game 1 have three possible outcomes, game 2 have four possible outcomes and game 3 have five possible outcomes with associated probabilities $p_{1,1}$, $p_{1,2}$, $p_{1,3}$, $p_{2,1}$, $p_{2,2}$, $p_{2,3}$, $p_{2,4}$, $p_{3,1}$, $p_{3,2}$, $p_{3,3}$,
 15 $p_{3,4}$, $p_{3,5}$. Then there are $3 \times 4 \times 5 = 60$ possible bonus expectations:

$B(1,1)(2,1)(3,1)p_{1,1}p_{2,1}p_{3,1}$

$B(1,2)(2,1)(3,1)p_{1,2}p_{2,1}p_{3,1}$

$B(1,3)(2,1)(3,1)p_{1,3}p_{2,1}p_{3,1}$

20 $B(1,1)(2,2)(3,1)p_{1,1}p_{2,2}p_{3,1}$

$B(1,2)(2,2)(3,1)p_{1,2}p_{2,2}p_{3,1}$

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25 $B(1,3)(2,4)(3,5)p_{1,3}p_{2,4}p_{3,5}$

The sum of these expectations divided by the wager required to win a bonus is the amount by which the game percentage is increased. Assume that it is desired that all expectations be equal. Then each bonus
 30 expectation should equal the total expectation divided by 60 since there are 60 possible combinations. Further assume a wager of one cent (\$0.01) and a bonus payback of 1% (0.01). Then any bonus expectation is:

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$B(1,1)(2,1)(3,1) p_{1,1}p_{2,1}p_{3,1} = (0.01 * 0.01) / 60$
 and the bonus amount to be paid on bonus combination of
 G101, G201, G301 is:

$$B(1,1)(2,1)(3,1) = (0.01*0.01)/60/(p_{1,1} p_{2,1} p_{3,1})$$

5 From this point on, a simplified notation can be used
 to replace game numbers by position in a statement,
 i.e. $B(1,1)(2,1)(3,1)$ and $p_{1,1}p_{2,1}p_{3,1}$ become B111 and
 p1p2p3.

Continuing the example above let us arbitrarily
 10 assign values to outcome probabilities for each of the
 three games.

Game 1	p
Outcome 1	0.9
15 Outcome 2	0.09
Outcome 3	0.01

Game 2	
Outcome 1	0.8
20 Outcome 2	0.1
Outcome 3	0.07
Outcome 4	0.03

Game 3	
25 Outcome 1	0.7
Outcome 2	0.2
Outcome 3	0.08
Outcome 4	0.012
Outcome 5	0.008

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(probabilities for each game should add to 1.000)

Then bonus values in dollars (per penny wagered per
 percent of payback) equal:

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$$B111 = (0.01*0.01) / 60 / (0.9 * 0.8 * 0.7) = \\ \$0.000003306$$

$$B211 = (0.01*0.01) / 60 / (0.09 * 0.8 * 0.7) = \\ \$0.00003306$$

$$5 \quad B311 = (0.01*0.01) / 60 / (0.01 * 0.8 * 0.7) = \\ \$0.0002976$$

$$B121 = (0.01*0.01) / 60 / (0.9 * 0.1 * 0.7) = \\ \$0.000026455$$

$$10 \quad B221 = (0.01*0.01) / 60 / (0.09 * 0.1 * 0.7) = \\ \$0.00026455$$

$$B321 = (0.01*0.01) / 60 / (0.01 * 0.1 * 0.7) = \\ \$0.002380952$$

$$B131 = (0.01*0.01) / 60 / (0.9 * 0.07 * 0.7) = \\ \$0.000037792$$

$$15 \quad \begin{array}{l} . \\ . \\ . \end{array}$$

$$B335 = (0.01*0.01) / 60 / (0.01 * 0.07 * 0.008) = \\ \$0.297619047$$

$$20 \quad B145 = (0.01*0.01) / 60 / (0.9 * 0.03 * 0.008) = \\ \$0.007716049$$

$$B245 = (0.01*0.01) / 60 / (0.09 * 0.03 * 0.008) = \\ \$0.077160493$$

$$25 \quad B345 = (0.01*0.01) / 60 / (0.01 * 0.03 * 0.008) = \\ \$0.694444444$$

The maximum bonus in this example is B345 and is equal to 69.444 times wager.

As a specific example let us consider three games of stud poker played simultaneously. For each game there are ten possible outcomes with probabilities:

No pair	0.501177394
One pair	0.422569027
Two pairs	0.047539015
Three of a kind	0.021128451

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	Straight	0.003924646
	Flush	0.001965401
	Full house	0.001440576
	Four of a kind	0.000240096
5	Straight flush	0.000013851
	Royal flush	0.000001539

There are 1000 possible bonus combinations which gives bonus values equal to:

$$[B_{xyz} = (0.01 * 0.01) / 1000 / (p_x * p_y * p_z)]$$

10 B1 1 1 = 0.0000001 / (0.501177394 * 0.501177394 * 0.501177394) = \$0.000000794

B2 1 1 = 0.0000001 / (0.422569027 * 0.501177394 * 0.501177394) = \$0.000000942

B3 1 1 = 0.0000001 / (0.047539015 * 0.501177394 * 0.501177394) = \$0.000008374

15 B4 1 1 = 0.0000001 / (0.021128451 * 0.501177394 * 0.501177394) = \$0.000018842

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B1 5 7 = 0.0000001 / (0.501177394 * 0.003924646 * 0.001440576) = \$0.035291641

20 B2 5 7 = 0.0000001 / (0.422569027 * 0.003924646 * 0.001440576) = \$0.041856766

B3 5 7 = 0.0000001 / (0.047539015 * 0.003924646 * 0.001440576) = \$0.372060149

25 B4 5 7 = 0.0000001 / (0.021128451 * 0.003924646 * 0.001440576) = \$0.837135340

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B8 9 9 = 0.0000001 / (0.000240096 * 0.000013851 * 0.000013851) = \$2,170,964.97

30 B9 9 9 = 0.0000001 / (0.000013851 * 0.000013851 * 0.000013851) = \$37,631,940.40

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B10 10 10 = 0.0000001 / (0.000001539 * 0.000001539 * 0.000001539) = \$27,433,684,550.00

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This chart shows the awards to be paid a player who hits a given number of numbers on an 8-spot Keno ticket while simultaneously winning a given stud poker hand. Awards are for a 1% return for \$1.00 bet.

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Poker Hand	No Pair	One Pair	Jacks or Better	Two Pair	Three of A Kind	Straight
KENO			DOLLARS			
HIT 0	0	0	0	0	0	0
HIT 1	0	0	0	0	0	0
HIT 2	0	0	0	0	0	0
HIT 3	0	0	0	0	0	0
HIT 4	0	0	0	0	0	0
HIT 5	0	0	0	0	0	1
HIT 6	0	0	0	0	1	6
HIT 7	0	0	2	5	13	70
HIT 8	13	22	50	139	313	1686

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Poker Hand	Flush	Full House	Four of A Kind	Straight Flush	Royal Flush
KENO			DOLLARS		
HIT 1	0	0	1	27	245
HIT 2	0	0	1	23	210
HIT 3	0	0	2	35	316
HIT 4	0	0	4	84	758
HIT 5	2	3	18	316	2844
HIT 6	13	18	109	1896	17068
HIT 7	140	191	1148	19913	179223
HIT 8	3367	4594	27569	477891	4301021

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The format in which a game can be programmed to permit a player to be able to play independent games

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simultaneously and/or in conjunction with other independent games is unlimited. The format that is described below is very basic in order not to stray from the spirit and scope of the invention.

5 In a flowing format, the manner of play of game machines utilizing the present invention is set forth as follows:

Figure 1 shows a representation of a video touch screen displaying information and a conventional Jacks
10 or Better \ 25 cent \ bet 1 to 5 credits video poker game in a single game format. Giving the player the option to play one, two or three games: Player chooses \ one game.

Figure 2 shows a representation of a video touch
15 screen displaying information and a conventional Jacks or Better \ 25 cent \ bet 1 to 5 credits video poker game in a single game format: Player selects play max credits, and deal.

Figure 3 shows a representation of a video touch
20 screen displaying information and a conventional Jacks or Better \ 25 cent \ bet 1 to 5 credits video poker game in a single game format: Player receives five cards, holds two cards and selects draw.

Figure 4 shows a representation of a video touch
25 screen displaying information and a conventional Jacks or Better \ 25 cent \ bet 1 to 5 credits video poker game in a single game format: Player receives 3 new cards; three of a kind winner paid 15 credits. Player selects play more games.

30 Figure 5 shows a representation of a video touch screen displaying information and three independent conventional Jacks or Better \ 25 cent \ bet 1 to 5 credits video poker game in a single game format: Player selects 3 games.

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Figure 6 shows a representation of a video touch screen displaying information and three independent conventional Jacks or Better \ 25 cent \ bet 1 to 5 credits video poker game in a single game format:

5 Player selects play max credits, and place bet game one.

Figure 7 shows a representation of a video touch screen displaying information and three independent conventional Jacks or Better \ 25 cent \ bet 1 to 5 credits video poker game in a single game format: Player selects play max credits, and place bet game two.

Figure 8 shows a representation of a video touch screen displaying information and three independent conventional Jacks or Better \ 25 cent \ bet 1 to 5 credits video poker game in a single game format: Player selects play max credits, and place bet game three.

Figure 9 shows a representation of a video touch screen displaying information and three independent conventional Jacks or Better \ 25 cent \ bet 1 to 5 credits video poker game in a single game format: Player selects deal.

Figure 10 shows a representation of a video touch screen displaying three independent conventional Jacks or Better \ 25 cent \ Bet 1 to 5 credits video poker game pay tables.

Figure 11 shows a representation of a video touch screen displaying information and three independent conventional Jacks or Better \ 25 cent \ bet 1 to 5 credits video poker game in a single game format: Player receives five cards game one; Player receives five cards, holds two game two; Player receives five cards, holds two game three; and Player selected draw.

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Figure 12 shows a representation of a video touch screen displaying information and three independent conventional Jacks or Better \ 25 cent \ bet 1 to 5 credits video poker game in a single game format:

5 Player receives five new cards game one; Player receives three new cards, full house winner paid 45 credits game two; and Player receives three new cards; two pairs winner paid 10 credits game three.

Figure 13 shows a representation of a video touch
10 screen displaying information and a independent conventional Jacks or Better \ 25 cent \ bet 1 to 5 credits with Bonus Pays video poker game in a single game format. Giving the player the option to play one, two or three games: Player selects two games.

15 Figure 14 shows a representation of a video touch screen displaying information and a Bonus Pays video poker game pay table.

Figure 15 shows a representation of a video touch screen displaying information and two independent
20 conventional Jacks or Better \ 25 cent \ bet 1 to 5 credits with Bonus Pays video poker game in a single game format: Player selects play max credits, and place bet game one.

Figure 16 shows a representation of a video touch
25 screen displaying information and two independent conventional Jacks or Better \ 25 cent \ bet 1 to 5 credits with Bonus Pays video poker game in a single game format: Player selects play max credits, and place bet game two.

30 Figure 17 shows a representation of a video touch screen displaying information and two independent conventional Jacks or Better \ 25 cent \ bet 1 to 5 credits with Bonus Pays video poker game in a single game format: Player selects deal.

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Figure 18 shows a representation of a video touch screen displaying information and two independent conventional Jacks or Better \ 25 cent \ bet 1 to 5 credits with Bonus Pays video poker game in a single game format: Player receives five cards, holds four cards game one; Player receives five cards, holds three cards game two; and Player selects draw.

Figure 19 shows a representation of a video touch screen displaying information and two independent conventional Jacks or Better \ 25 cent \ bet 1 to 5 credits with Bonus Pays video poker game in a single game format; Player receives one new cards, flush winner paid 30 credits game one; and Player receives two new cards, flush winner paid 30 credits game two; and Player receives two flushes Bonus Pays winner 20 credits.

Figure 20 shows a representation of a video touch screen displaying draw poker hand frequencies created from the method of the present invention.

Figure 21 shows a representation of a video touch screen displaying information and an independent conventional Jacks or Better \ 25 cent \ bet 1 to 5 credits and Big Money video poker games in a multi game format: Player selects two games and BIG MONEY.

Figure 22 shows a representation of a video touch screen displaying information and two independent conventional Jacks or Better \ 25 cent \ bet 1 to 5 credits and Big Money video poker games in a multi game format: Player selects bet max credits and place bet game one.

Figure 23 shows a representation of a video touch screen displaying information and two independent conventional Jacks or Better \ 25 cent \ bet 1 to 5 credits and Big Money video poker games in a multi game

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format: Player selects bet max credits and place bet game two.

Figure 24 shows a representation of a video touch screen displaying information and two independent
5 conventional Jacks or Better \ 25 cent \ bet 1 to 5 credits and Big Money video poker games in a multi game format: Player selects bet 5 credits and place bet Big Money; and Player selects deal.

Figure 25 shows a representation of a video touch
10 screen displaying information and two independent conventional Jacks or Better \ 25 cent \ bet 1 to 5 credits and Big Money video poker games in a multi game format: Player receives five cards, holds two cards game one; Player receives five cards, holds two cards
15 game two; and Player selects draw.

Figure 26 shows a representation of a video touch screen displaying information and two independent conventional Jacks or Better \ 25 cent \ bet 1 to 5 credits and Big Money video poker games in a multi game
20 format: Player receives three new cards, three-of-a-kind winner paid 15 credits game one; Player receives three new cards, three-of-a-kind winner paid 15 credits game two; and Player receives two three-of-a-kinds BIG MONEY winner paid 30 credits.

25 Figure 27 shows a representation of a video touch screen displaying information and a Big Money video poker games pay table.

Figure 28 shows a representation of a video touch screen displaying information and three independent
30 video poker games in a multi game, denomination and wager format.

Figure 29 shows a representation of a video touch screen displaying information and two independent video

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poker games with Bonus Pays in a multi game, denomination and wager format.

Figure 30 a representation of a video touch screen displaying information and two independent video poker games and Big Money in a multi game, denomination and
5 wager format.

Reference is now made to the drawings wherein like numerals refer to like features throughout.

In conventional video poker, an electronic gaming
10 machine is programmed to display a five-card hand dealt from a standard deck of fifty-two playing cards. The player bets one to five coins and activates the "Deal" button (or receives the initial deal automatically if the maximum number of coins are bet) to receive the
15 initial deal of five cards. After the initial deal of the cards, the player may hold any of the initially dealt cards and then the player may select the "Draw" button to receive replacement cards. The player receives a payout on the resulting hand if the player
20 achieves one of the pre-designated poker hand combinations shown on the payout schedule. The player bases the amount of the payout on the number of coins bet.

To describe the method of the present invention,
25 the same conventional video poker game play as is describe above will be used. As will be understood by people skilled in the art, in order for the method of the present invention to work, the electronic gaming machine must be suitably programmed to add these
30 additional features.

Figures 1-4 are basic illustrations showing how a player would play an independent conventional video poker game on a video touch screen gaming machine in a single game format using the method described above.

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Under the present invention, however, the player has the option to choose between One Game, Two Games or Three Games (and as is conventionally the case, any action can be initialized by touching the screen).

5 Figure 1 shows a representation of a video touch screen 10 displaying information and an independent conventional Jacks or Better \ 25 cent \ bet one to five credit video poker game, with (based on theoretical probabilities) a payback percentage of approximately 96%. Also shown is a typical payout schedule that is used in electronic video draw poker machines. In order to activate the gaming machine the player inserts money into the coin entry or bill validator (not shown). Player inserts \$10.00 into bill
10 validator (not shown), credit \$10.00 (Ref Num 20). Player now has the option to select One Game, Two Games or Three Games 30. In this example, Player selects One Game 40.

 In Figure 2, Player selects play max credits 50; a
20 bet of 5 credits is displayed 60. To start play, Player selects Deal 70. In Figure 3, five cards are displayed, with Player holding the 2 of Hearts and the 2 of Spades in game one 80. Player selects Draw 90.

 In Figure 4, three new cards are displayed: the 2
25 of Clubs, the Ace of Diamonds and the Queen of Spades (game one 80). Player receives three of a kind, and Player wins 15 credits 110 (credit \$11.25 120). Player selects play more games 125.

 Figure 5-11 are basic illustrations displaying
30 information and showing how a player would play an independent game simultaneously and/or in conjunction with other independent games using the method of the present invention on a video touch screen gaming machine in a single game format.

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Figure 5, is a representation of a video touch screen displaying information - independent conventional Jacks or Better \ Bonus Pays \ 25 cent \ bet one to five coin video poker game, with the option to play one, two or three games.

In order to activate the gaming machine the player inserts money into the coin entry or bill validator (not shown). In this example, Player inserts a \$10.00 into bill validator (not shown) - credit \$10.00 200.

10 Player selects Three games.

Figure 6 is a representation of a video touch screen displaying information and three independent conventional Jacks or Better \ 25 cent \ bet one to five credit video poker games - Game one 130, Game two 140, and Game three 150. Player selects play max credits 50 and places bet game one 160. In Figure 7 Player selects play max credits 50 then selects place bet game two 170. In Figure 8, Player selects play max credits 50 then selects place bet game three 180.

20 In Figure 9, a representation of a video touch screen displaying information, requiring three independent Jacks or better \ 25 cent video \ Bet 1 to 5 credit poker games, before the player activates game play. Player bets five credits game one 130, bets five credits game two 140, and bets five credits game three 150 (credit \$6.25 190).

Figure 10 is a representation of the three independent 25 cent \ Jacks or better \ bet one to five credits pay tables for game one, two, and three.

30 In Figure 9, Player selects Deal 70. Figure 11 is a representation of a video touch screen displaying information and five cards displayed game one 130. Five cards displayed, player holds King of Spades and King of Diamonds game two 140. Five cards displayed, player

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holds Two of Hearts and Two of Spades game three 150.
Player selects Draw 90.

In Figure 12 five new cards are displayed game one
130, in game two three new cards are displayed 2 of
5 Spades, 2 of Diamonds and the 2 of Clubs. Player
receives a full house, winner is paid 45 credits on
game two 140, and in game three, three new cards are
displayed 8 of Clubs, 8 of Hearts and the 3 of Clubs.
Player receives two pairs, and winner is paid 10
10 credits on game three 150 (credit \$22.00 190).

Figures 13-19 are basic illustrations showing how
a player would become eligible for bonus pays, using
the method of the present invention on a video touch
screen gaming machine in a single game format.

15 Figure 13 is a representation of a video touch
screen displaying information - independent
conventional Jacks or Better \ Bonus Pays \ 25 cent \
bet one to five coin video poker game, with the option
to play one, two or three games.

20 In order to activate the gaming machine the player
inserts money into the coin entry or bill validator
(not shown). In this example, Player inserts a \$10.00
into bill validator (not shown) - credit \$10.00 200.
This is the same video poker game illustrated in Figure
25 1, only now the player can become eligible for bonus
pays by playing max coins on two or more games 210.
Figure 13 Player selects two games 220 (see bonus pays
230, Figure 14 as an example of a bonus pays pay
table). Player is eligible for bonus pays while
30 playing max coins on two or more games. Player wins if
he or she receives two or more Royal Flushes, Straight
Flushes, Four of a kinds, Full Houses, Flushes,
Straights, Three of a Kinds, Two Pairs, or Jacks or
Better.

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If the Player chooses to play more than one independent game at a time, the independent games selected by the player then become parameters in pay tables created from the predetermined indicia, for example, Royal Flush, Four of a kind, etc., of the independent games to create bonus pays.

In Figure 15, Player selects: play max credits 50, and places this bet game one 130. In Figure 16, Player selects: play max credits 50, in placing bet in game two 140.

Figure 17 is a representation of a video touch screen displaying information and two independent Jacks or better \ Bonus Pays \ 25 cent \ Bet 1 to 5 credits video poker games, before the player activates game play. As shown, the Player bets five credits in game one 130, and bets five credits in game two 140 (credit \$7.50 240). Player selects Deal 70.

In Figure 18, five cards are displayed, Player holds 5, 3, 7, and 9 of Clubs game one 130. Five cards are displayed, player holds Queen, 4, and 5 of Hearts game two 140. Player selects Draw 90.

In Figure 19 one new card is displayed: Jack of Clubs, and Player receives a Flush - winner paid 30 credits on game one 130. Two new cards are displayed 8 and 2 of Hearts, and Player receives a Flush - winner paid 30 credits on game two 140. Player having received Two Flushes obtains a Bonus Pays - winner 20 credits 250.

Sub. ab > Figure 20 is a representation of draw poker hand frequencies created from the method of the present invention. By allowing the player the option to play more than one game at a time, the interplay of the independent game hand frequencies creates combination

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game hand frequencies with extremely high odds that can be used for bonus pays and new games.

Figures 21-26 are basic illustrations of how a player would play a new game, to be referred hereinafter as BIG MONEY, created by utilizing the method of the present invention on a video touch screen gaming machine in a multi game format (see Big Money Pays 230, with Figure 27 an example of a Big Money pay table). Player is eligible for Big Money while playing two or more games and betting 5 credits on Big Money. Player wins if he or she receives two or more Royal Flushes, Straight Flushes, Four of a kinds, Full Houses, Flushes, Straights, Three of a Kinds, Two Pairs, or Jacks or Better.

If the Player chooses to play more than one independent game at a time, the independent games selected by the player then become parameters in pay tables created from the predetermined indicia, for example, Royal Flush, Four of a kind, etc., of the independent games to create Big Money.

Figure 21 is a representation of a video touch screen displaying information and an independent conventional jacks or Better \ 25 cent \ bet one to five credits and BIG MONEY \ 25 cent \ 5 credits video poker games. In order to activate the gaming machine the player inserts money into the coin entry or bill validator (not shown). In the present example, Player inserts \$10.00 into a bill validator - credit \$10.00 125. This is the same video poker game illustrated in Figure 1, only now if the player chooses to play two or more games he or she can also play BIG MONEY.

Player selects two games 220 and BIG MONEY 260. In Figure 22 player selects play max credits 50 then selects place bet game one 130. In Figure 23, Player

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selects play max credits 50 then selects place bet game two 140. In Figure 24, Player selects play max credits 50 then selects place bet BIG MONEY 270. Player then selects Deal 70.

5 In Figure 25, five cards are displayed, player holds Ace of Clubs and Ace of Spades in game one 130. In game 2, five cards are displayed, with Player holding the Queen of Clubs and the Queen of Diamonds 140. Player selects Draw 90.

10 In Figure 26, in game one three new cards are displayed, the 3 of Clubs, 8 of Hearts, and the Ace of Diamonds. Player receives three-of-a-kind - winner paid 15 credits on game one 130. In game two, three new cards are displayed: the 3 of Hearts, 5 of
15 Diamonds, and the Queen of Clubs. Player receives three-of-a-kind - winner paid 15 credits game two 140. Player received two three-of-a-kinds, BIG MONEY winner paid 30 credits 280. Figure 28 shows a representation of a video touch screen displaying information and
20 three independent video poker games in a multi game, denomination and wager format.

Figure 29 shows a representation of a video touch screen displaying information and two independent video poker games with Bonus Pays in a multi game,
25 denomination and wager format. Figure 30 shows a representation of a video touch screen displaying information and two independent video poker games and Big Money in a multi game, denomination and wager format.

30 Figure 31 is a representation of a video touch screen displaying information, MACHINE ONE'S identification for group play 500 and an independent conventional jacks or Better \ 25 cent \ bet one to five credits and video poker games. This is the same

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video poker game illustrated in Figure 1, only now the player on MACHINE 1 chooses to participate in BIG MONEY GROUP PLAY 510.

In Figure 32 player on MACHINE 1 selects to play
5 with another player on eligible MACHINE 2 520 and also selects to place bet on BIG MONEY GROUP PLAY 530. Figure 33 shows a representation of a video touch screen displaying information and BIG MONEY GROUP PLAY bet two credits 540 and MACHINES 1&2 are participating
10 in BIG MONEY GROUP PLAY 550.

Figure 34 is a representation of a video touch screen displaying information, MACHINE TWO'S identification for group play 560 and an independent conventional jacks or Better \ 25 cent \ bet one to
15 five credits and video poker games. This is the same video poker game illustrated in Figure 1, only now the player chooses to participate in BIG MONEY GROUP PLAY 570.

In Figure 35 player on MACHINE 2 selects to play
20 with another player on eligible MACHINE 1 580 and also selects to place bet on BIG MONEY GROUP PLAY 590.

Figure 36 shows a representation of a video touch screen displaying information and BIG MONEY GROUP PLAY bet two credits 600 and MACHINES 2&1 are participating
25 in BIG MONEY GROUP PLAY 610.

My invention has been disclosed in terms of a preferred embodiment thereof, which provides an improved single and multi format gaming machine and method for combination and/or simultaneous play that is
30 of great novelty and utility. Various changes, modifications, and alterations in the teachings of the present invention may be contemplated by those skilled in the art without departing from the intended spirit

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and scope thereof. It is intended that the present invention encompass such changes and modifications.